

ABSTRACT OF THE DISCLOSURE

In the disclosed invention, a second object symbolizing the shadow of a first object in a virtual space, the shape, motion, and the like of the second object can 5 be controlled independently of the first object, and the first and second objects are set to be personalized virtual characters in a 3D virtual space of a video game, so that a video game or the like having unexpectedness which is supposed to be impossible in a conventional expressing 10 method of a 3D graphic animation, joyfulness, and wide game properties (good entertainment properties).